

Locality of reference, also known as the principle of locality, is the tendency of a processor to access the same set of memory locations repetitively over a short period of time.

The computer program's tendency to access instructions whose addresses are close together is referred to as locality of reference.

## Two type of locality

1. Temporal locality
2. Spatial locality

### 1. Temporal locality

The currently fetched instruction may be required again in the near future.

### 2. Spatial locality

The instructions immediately adjacent to the current instruction may be required soon.